CHAP. 244

and any balance of money remaining at the end of the year, after payment of expenses, shall be reserved by the treasurer of said board to meet the expenses of the ensuing year.

Sec. 17. The provisions of this Act shall not apply to journeymen electricians or apprentices while such journeymen or apprentices shall be practicing their trade of journeymen electricians, electrician or apprentice, nor to any electric light company, electric railway company, steam railway company, telegraph or telephone company doing such work in its own buildings, upon its own plants.

Repeal.

SEC. 18. All Acts and parts of Acts inconsistent with this Act are hereby repealed.

SEC. 19. This Act shall take effect and be in force from and after its passage.

Approved April 2, 1906.

## CHAPTER 245.

AN ACT to repeal and re-enact with amendments Sections 252 and 253 of Article 17 of the Code of Public Local Laws, title "Prince George's County," sub-title "Liquor and Intoxicating Drinks," and to add certain new Sections thereto, to be designated as Sections 251 A, 251 B and 251 c, to follow Section 251.

Repeal and re-enact. Section 1. Be it enacted by the General Assembly of Maryland, That Sections 252 and 253 of Article 17 of the Code of Public Local Laws, title "Prince George's County," subtitle "Liquor and Intoxicating Drinks," be and the same are hereby repealed and re-enacted with amendments, and that certain new sections be and the same are hereby added to said Article 17, to be designated as Sections 251 A, 251 B and 251 c, to follow Section 251, and to read as to said sections repealed and re-enacted and as to said new sections as follows:

251 A. The Governor by and with the advice and consent of the Senate (when in session) and without such consent if Board of liquor not in session, shall appoint three persons who shall constitutes a board of liquor license commissioners for Prince be appointed. George's county, two of whom shall be selected from the political party of the State polling the highest number of